# MYTHOS

INSPIRED BY THE WORKS
OF

# H. P. LOVECRAFT

# Contents

# Prologue

Welcome to Mythos, an H.P. Lovecraft-inspired 1920s horror skirmish game.

In Providence U.S.A. a city like many others, the stage is set for the first battles between factions old and new vying for power. In the balance is the survival of every last man, woman and child of humanity. A war is coming, though not like the one that ended a few years ago. An ancient being stirs in the deep, something so powerful that if it were to awaken, it would wipe out humanity in the blink of an eye.

The only thing stopping that is a trap made by the other Gods to keep the Great Cthulhu in a death-like sleep – a net of Mythos encompassing the world, its very strands made from the soul essence of humans. Every child born brings into being new power and with each human death that power is released into the net strengthening it and forming new strands of the God Trap. But at the same time those strands can be pulled and their Mythos tapped into by humans and things born of this world. It can give powers and abilities to those with the skill to use them but with each thread pulled the God Trap weakens.

The Sea Queen, a daughter of Great Cthulhu has been given the task of making war upon humanity. With her minions of the sea adapted to land she is to harvest the souls of the humans and weaken the God Trap. Each of her minions is a lodestone for Mythos, their very forms empty vessels waiting to be filled. With each human death they absorb the released Mythos and funnel it into her so that she can make more minions for the war.

Other creatures born in the wilds have been drawn to the area, the woods and forests are their realm which they fiercely protect against any not of the Blood. They strengthen their numbers with arcane sacrifices and awaken the old things of the forest best left sleeping. Powerful covens of witches gather together in numbers not seen before, their ancient feuds and animosity put aside on the orders of the Harbingers of the All Mother.

Guardians from a long past age have been shipped by chance or fate to the town, their chittering growing in volume as they begin to awaken from their hibernation. Sensitive to Mythos and capable of adapting their bodies to the environment through its use, they are the last of a race born from Mythos. Shaped by a dead Gods hand, their only purpose is to kill, consume and grow in number, little realising that they themselves are the key to bringing their dead God back to life.

Cultists have found key points of Mythos for summoning in Providence. Their decades-long work finally paying dividends as they close on the secret to moving beyond human form and finding the path of enlightenment that will see them become gods themselves. Unsure what has caused these shifts in power they now pool their resources in an effort to take advantage before the ebb and flow changes once more.

And finally, there are defenders of humanity, long since forgotten but still ever-vigilant. The prophets have spoken, the signs of something dark and powerful on the horizon are plain

to see and they will not stand idly by but will fight to their dying breath against all foes of humanity.

This skirmish game will see two or more players take to the table top to face off against each other with the Factions of Mythos.

Each Faction member is unique, coming not only with their own stats, Mythos abilities and traits but also a second side to their nature. Some will reveal this as insanity takes hold; others will be triggered by certain abilities and interactions.

Each turn players will alternate their activations using up all the action points for each character. 'Live Combat' will see you interacting with your opponent be you the attacker or defender, you will find that not every fight goes your way even if you started it. Blasting your foes with ranged or arcane attacks may see them dodging away, taking that valuable item with them as they do so. Striking at the enemy you are engaged with will initiate a combat that could see you coming off the worse and suffering wounds. Balancing your Mythos use will also be key, as each point spent also takes away a point of Sanity and once you go insane there's no coming back – though it's not always a bad thing.

So, are you up for the challenge, to take the fight to your Faction's enemies, to put the objective before all else and push past your Sanity Threshold until all you see is red?

If so, then welcome to Mythos!

## What You Need

- 3ft x 3ft playing area
- Terrain
- Miniatures or Standees
- A handful of six sided dice
- Tape measure
- Objective Tokens
- Character Cards
- Tracker Cards for each Character

Terrain used should cover at least 1/3 of the board, unless otherwise stated in the scenario set-up.

# Anatomy of a Card

## Character Card

Each Character in Mythos is represented by a model that will move around the field of play using arcane powers, shooting with weapons or engaging in combat with enemies. Each model has a unique Character Card, an example of which can be found below:



1. Faction Icon
2. Character Name
3. Keywords
4. Character Statistics
5. Character Attacks
6. Mythos Abilities
7. Character Traits
8. Base Size
9. Normal side
10. Flipped side

A models attacks can be broken down into 3 separate elements. The first element is the type of attack that is being utilised; these are COM – Combat; RAN – Ranged; and ARC – Arcane. The second element is the range of the attack; these will be 'Base' or a number indicating its range in inches and the third element is the Mythos Condition which may be applied by spending MYT – Mythos, or when a natural winning roll of a double 6 has occurred by either the attacking or defending Model on at least two of its dice. An example of a Model's attacks can be found below:
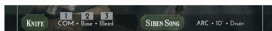


1. Attack Type    2. Range of Attack    3. Mythos Condition

## Tracker Card

Each Character in Mythos will also have its own Tracker Card allowing you to track SAN – Sanity–or WND – Wounds and the Conditions that they have suffered or are suffering. Each Model has a unique Tracker Card, an example of which can be found below:
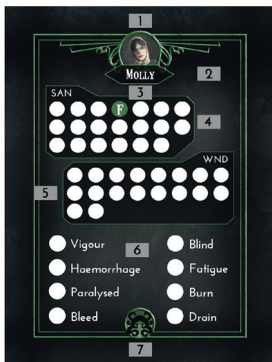


1. Character Portrait
2. Character Name
3. Sanity/Threshold Trigger
4. Sanity Tracker
5. Wound Tracker
6. Conditions Tracker
7. Faction Icon

# Flipping Cards

Each Character Card has 2 sides. Your characters begin the game on the normal side of the Character Card unless otherwise stated and there are various ways a Character Card may choose or be forced to flip to the flipped side during the game. Refer to the Character's abilities for details of how and when their Character Card is flipped. If no specific rule exists they will flip once they have reached the 'F' within the SAN box. SAN loss is always marked starting from the top left SAN loss marker and then continued by working your way across the top row of SAN loss markers on the Tracker Card.

An example can be found below:





*The example of Molly Maloney above indicates that once she has lost 4 SAN she will flip her Character Card to the flipped side. There are no other requirements to be fulfilled, so any Character Cards that reach the 'F' are flipped after the cause has been fully resolved. Remember, SAN loss is always marked starting from the top left SAN loss marker and then continued by working your way across the top row of SAN loss markers on the Tracker Card.*

*The example of the Fisherman King above indicates a 'Conditional Flip' as there is a coloured circle but no 'F'. This generally means that the Character flips as a result of an in-game effect or event but does not flip when reaching the coloured circle. Upon reaching the coloured circle, it will take an immediate roll on the Sanity Table and continue to do so at the beginning of each turn as described in the Sanity section.*

## Rule Priorities

If at any point two rules contradict one another, the rule printed on a Character Card will always have priority over a rule within the rulebook. Otherwise, discuss the situation and try to come to a decision over what takes precedence. If this cannot be achieved each roll 2D6, add the two together and the one with the highest score chooses which rule to apply.

## Model Statistics

Each model's capability to do certain things is defined by statistics found on their Character Cards, an explanation of each can be found below:

**MOV** – Movement – X/Y The first value defines how far in inches a model may move during a move action. The second value is how far a model may move during a charge action.

**COM** – Combat Attack/Defence – This is the model's ability to attack/defend during combat actions.

**RAN** – Ranged Attack/Defence – This is the model's ability to shoot/avoid ranged actions.

**ARC** – Arcane Attack/Defence – This is the model's ability to cast/resist arcane actions.

**MYT** – Mythos – This indicates the number of Mythos generated for the Mythos pool during the start phase.

**WND** – Wounds – This is how many wounds a model has. If it is reduced to 0 or fewer wounds, the model is dead and is immediately removed from the board.

**SAN** – Sanity – This statistic represents the model's strength of mind and is used whenever the model is required to take a SAN test.

## Statistic Tests & Modifiers

Your models may be required to make statistic tests throughout the game. To do this you roll 2D6 and compare the result to the appropriate statistic.

**You will need to roll equal to or under the statistic value to pass the test, applying any modifiers as necessary.**

## Dice Modifiers & Re-rolls

There are several abilities or effects that will allow you to re-roll dice throughout the game. There are three rules that apply when doing this:

- **You must re-roll all dice.**
- **Dice can only be re-rolled once.**
- **If you choose to re-roll you must accept the second result.**

## Critical Hits & Mythos Effects

During a COM, RAN or ARC attack a natural winning roll that includes a double 6 is a Critical Hit. When a Critical Hit is rolled, it applies the attack's Mythos Condition automatically, without spending MYT. Each attack's Mythos Condition is listed on the Character Card. If a double 6 is not rolled, the Mythos Condition may instead be activated by spending 1 MYT.

## Actions Points

During its activation, a model is normally granted a number of AP – Action Points – which may be used as detailed below.

**All models have 2 AP to spend when they activate and must spend all available AP during their activation.**

The model's available AP may be modified by various Traits, Abilities and Conditions.

## Actions

**Most actions have an AP cost associated with them. Actions can be made in any order. As long as the model has enough AP an action can be taken more than once per activation. Each action must be fully resolved before making another.**

Move (1 AP) – The active model may move a number of inches equal to their first MOV statistic in any direction. A model may not move while engaged in combat (i.e. in base contact with an enemy model or models), unless it is to disengage from combat.

Charge (2 AP) – The active model may move a number of inches equal to their second MOV statistic to engage a target enemy model that is within range and line of sight. When this move brings them into base contact with the enemy model, then the charging model may make an immediate Attack of your choice against the enemy model. You may change direction during a Charge to reach the enemy model, providing you have the movement to do so and keeping in mind the enemy model must be in range and line of sight.

**During this Charge action the model rolls an additional D6 and adds the result of this die to the attack total.**

A model can only declare a Charge if it is not already engaged with any enemy models, has line of sight to, and is within range of the target enemy model.

A Charge move may bring you into base contact with multiple enemy models but you may only make your attack against the target enemy model.

**Combat Attack (1 AP)** – The active model may make a COM attack against any enemy model in base contact. If there are multiple enemy models in base contact, you must choose which model to attack.

**Ranged Attack (1 AP)** – The active model may make a RAN attack against an enemy model within range and line of sight. This may not target engaged models, other than those engaged with the attacker.

**Aimed Shot (2 AP)** – If unengaged the active model may make a RAN attack against an engaged enemy model within range and line of sight.

**Arcane Attack (1 AP)** – The active model may make an ARC attack against an enemy model within range and line of sight. This may not target engaged models, other than those engaged with the attacker.

**Focused Cast (2 AP)** – If unengaged the active model may make an ARC attack against an engaged enemy model within range and line of sight.

**Recover (1 AP)** – This action removes any one Condition from either the active unengaged model or an unengaged friendly model within 2".

**Pass (1 AP)** – The active model may use this action if it wishes to do nothing.

**Reload (1 AP)** – The model reloads a weapon/item with limited ammunition.

## Mythos

Each model in the game adds a defined amount of Mythos to the controlling player's pool equal to their MYT statistic. The pool is generated during the start phase of each turn from the models remaining on the board.

Models may spend MYT from the pool in the ways listed below:

- **Critical Hit** – Spend 1 MYT to activate an attack's Mythos Condition.
- **Abilities** – Models may have abilities listed on their cards that cost MYT to activate. These abilities do not cost an AP to use however they may only be used once per turn during that models activation and may not be used during an action.

**When a model spends 1 or more MYT it immediately loses 1 SAN per point of MYT spent. If this causes the model to reach its Sanity Threshold, roll on the Sanity Table once the current action is resolved.**

## Sanity

Models will lose SAN throughout the game in various ways, most of which are summarised below:

- If a model fails a SAN test, they immediately lose 1 SAN.
- Spending Mythos – lose a point of SAN for each point of MYT you spend from your pool.

# Sanity Effect Table

| Sanity Effect: Non-Myth | 2D6 Result | Sanity Effect: Myth |
|---|---|---|
| The Model's mind opens up to the Great Cthulhu. Every fibre of their being is destroyed in a fraction of a second and it is removed from play. | **19 or higher** *Succumb to Madness* | The Myth's body falls under the mind's eye of the Great Cthulhu, shatters into a thousand pieces and is removed from play. |
| The Model suffers visions and hallucinations of creatures covering its body, biting and stinging. In an effort to get the things off it suffers WND equal to half its COM value rounding up. This cannot be prevented by any means and the Model suffers the Paralysed condition. | **17 - 18** *Make it stop!* | Mythos energies crackle through the Myth's form causing it to suffer WND equal to half its ARC value rounding up. This cannot be prevented by any means and the Myth suffers the Paralysed condition. |
| The Model's body refuses to function properly as Mythos energies fire through its nervous system. The Model suffers the Paralysed condition and forfeits its remaining AP this activation or all its AP the next time it activates this turn. | **15 - 16** *Paralysed* | The Myth's energies are drawn from it by an unknown force leaving it limp and unable to move. The Myth suffers the Paralysed condition and forfeits its remaining AP this activation or all its AP the next time it activates this turn. |
| The Model falls into a moment of despair, assailed by thoughts of their loved ones, and struggles to decide what to do next. The Model suffers the Fatigue condition. | **13 - 14** *Fatigued* | The Myth's body refuses to function properly as Mythos energies wax and wane within its form. The Myth suffers the Fatigue condition. |
| The Model has thankfully had a moment of clarity; shaking their head, the temporary insanity passes and it may be activated as normal this turn. | **8 - 12** *Clarity* | The Myth's energies rise again, its mind refocussing on the enemies around it; it may be activated as normal this turn. |
| The Model sees the world in all its layers and the path before it becomes clear. It acts as normal but does not suffer SAN loss while spending MYT during its current or next activation this turn. | **7 or lower** *Conduit* | The Myth is charged with powerful energies from an unknown source, static coruscating across its form. The Myth gains the Vigour condition. |

## Sanity Table

A model's Sanity Threshold/Trigger is marked on its Tracker Card by a coloured circle (Number 3 on the Tracker Card example). On completion of an action that caused a model to reach its Sanity Threshold it must immediately roll 2D6 on the following table even if it is not the active model.

A model must also roll at the start of every turn while it remain at or beyond its Sanity Threshold. A model will add to the roll the total amount of SAN it has lost.

## Engaging

A model is considered to be engaged if it is in base contact with one or more enemy models.

## Line of Sight (LOS)

Line of Sight (LOS) is required by models when carrying out various actions. In most cases if you can't see it, you can't target it.

For the purpose of drawing LOS models are assumed to have a volume equal to a cylinder. The cylinder is the size of its base and as tall as the highest point on the model, excluding limbs.

Models are often posed for effect so take this into account when determining LOS and give the benefit of the doubt to the defending model.

**Each model has a 360 degree LOS.**

**While engaged in combat your LOS is restricted to those models you are engaged with.**

## Combat Attack Sequence

Below is the sequence for an active model to make a COM attack. COM attacks can generally only be made by active models. There may be rare circumstances in which a model can make a COM attack out of activation. Disengaging Strikes are the most common.

**An attacking model gains +1/+0 COM for each additional friendly model engaged with the target.**

**An attacking model suffers -1/-0 COM for each additional enemy model engaged with it.**

1. Both players roll 2D6, the attacking player adds their COM attack value, the defending player adds the COM defence value.
2. Compare final totals; the winner is the player with the highest final total. That player has hit their opponent and inflicts WND equal to the difference in the results. The winner may spend 1 MYT to apply the attack's Mythos Condition.
3. If the values are even, then the attack has missed and no WND are inflicted.

*E.g. Player A has made a COM attack against Player B and rolls a total of 9 on their 2d6. Player A then adds their COM attack value of 8 for a final total score of 17. Player B rolls 2d6 in COM defence and rolls a total of 7. Player B then adds their COM defence value of 6 for a final total score of 13. The two players compare results. The difference is 4 in favour of Player A; therefore, they have landed the attack and inflict 4 WND on Player B's character.*

## Ranged Attack Sequence

Below is the sequence for an active model to make a RAN attack. RAN attacks can generally only be made by active models.

Choose a target within range & LOS. If the model attempting a RAN attack is engaged in combat a -2/-0 RAN modifier is applied and LOS is reduced to include only models that are in base contact.

1. Both players roll 2D6, the attacking player adds their RAN attack value, the defending player adds their RAN defence value.
2. Compare final totals; if the attacker scores higher than the defender the attack has hit and inflicts WND equal to the difference in results. The attacker may spend 1 MYT to apply the attack's Mythos Condition.
3. If the values are even, then the attack has missed and no WND are inflicted.

4. If the defender scored higher the attack missed and no WND are inflicted. The defending model may then dodge up to 2" in any direction. If engaged you may use the dodge to leave combat, ignoring disengaging strikes. If the attacker is engaged with the defender then you may deal WND to the attacking model equal to the difference in the results on the dice roll.

*E.g. Player A has made a RAN attack against Player B and rolled 5 on their 2d6. They then add their RAN attack value of 7 for a total score of 12. Player B rolls 2d6 in defence, rolling a 7, and then adds their RAN defence value of 6 for a total score of 13. The difference is 1 in favour of Player B; therefore, the RAN attack has missed and Player B may make a 2" dodge move in any direction ignoring disengaging strikes.*

## Arcane Attack Sequence

Below is the sequence for an active model to make an ARC attack. ARC attacks can generally only be made by active models.

Choose a target within range & LOS. If the model attempting an ARC attack is engaged in combat a -2/-0 ARC modifier is applied and LOS is reduced to include only models that are in base contact.

1. Both players roll 2D6. The attacking player adds their ARC attack value, the defending player adds their ARC defence value.
2. Compare final totals; if the attacker scores higher than the defender the attack has hit and inflicts WND equal to the difference in results. The attacker may spend 1 MYT to apply the attack's Mythos Condition.
3. If the values are even, then the attack has missed and no WND are inflicted.
4. If the defender scored higher the attack missed and no WND are inflicted. The defending model may then dodge up to 2" in any direction. If engaged you may use the dodge to leave combat, ignoring disengaging strikes. If the attacker is engaged with the defender then you may deal wounds to the attacking model equal to the difference in results on the dice roll.

*E.g. Player A has made an ARC attack against Player B and rolled 10 on their 2d6. They then add their ARC attack value of 8 for a total score of 18. Player B rolls 2d6 in defence, rolling a 4, and then adds their ARC defence value of 6 for a total score of 10. The difference is 8 in favour of Player A; therefore, they have landed the attack and inflicted 8 WND.*

## Disengaging Strikes

If an active model is engaged in combat with an enemy model or models, it may move out of combat using a MOV action. The enemy model or models in base contact may choose to make one free attack (of any type) against the active model before they leave base contact, applying any modifiers as necessary.

If the active model wins, it inflicts WND as normal and can complete its MOV action.

If the enemy model wins, it inflicts WND as normal and the active model remains engaged. The AP spent to carry out the MOV action is lost.

*E.g. Player B is engaged with Player A, and declares that they wish to move out of combat. Player A may choose to make an attack against Player B. Player A decides upon a COM attack, and successfully inflicts 4 WND. Player B is then unable to complete the move and remains engaged.*

## Familiars

Certain models will have the 'Familiar' special rule which will allow another named model to use them as a conduit to make an ARC attack. While either model is engaged, the following rules apply:

- If the active model is engaged their LOS is restricted to those models in base contact. Therefore, it may not draw LOS to the Familiar and may not make an ARC attack through the Familiar.
- If the Familiar is engaged in combat, as range and LOS are drawn from the Familiar, only models engaged with the Familiar may be targeted. However, the -2/-0 ARC modifier will not apply as the active model is not engaged.

# Cover

Discuss with your opponent before the game which terrain grants what cover modifiers. As a guideline, we suggest the following:

| Type of Obstacle | Stat Modifier |
|---|---|
| Soft Cover - Tall grass, hedges, trees & 30mm based models, etc. | +0/+1 RAN & ARC |
| Hard Cover - Buildings, walls, 40mm or larger based models, etc. | +0/+2 RAN & ARC |

If any part of a model is obscured from the attacker and they are within 2" of the obscuring terrain or model, they receive a bonus for their defence rolls.

Cover **does not** provide bonuses against COM attacks or ARC/RAN attacks while engaged in combat.

# Movement in Terrain

Discuss the terrain on the board with your opponent before the game begins and decide which pieces of terrain have the following properties:

| Type of Terrain | Movement Restrictions |
|---|---|
| Open ground | Models move normally with no restrictions. |
| Difficult ground (rubble, forest, swamp, etc.) | Models move at half movement through this terrain. |
| Impassable ground (deep or fast rivers, lava, etc.) | Models cannot move through this terrain. |
| Obstacle (above or equal to 1" in height) | Reduce movement by height of the obstacle. |
| Obstacle (below 1" in height) | Models move normally with no restrictions. |
| Narrow terrain | Models may pass between terrain where the gap is 50% of their base size. |
| Friendly models | Models may move through but may not end their movement on another friendly model. |
| Enemy models | Models cannot move through enemy models and may not end their movement on an enemy model. |

# Jumping, Climbing and Falling

Discuss the scenery on the board with your opponent before the game begins and decide which pieces of terrain are climbable and the elevation for the purposes of jumping.

Sometimes you may wish to climb a piece of terrain, jump across a gap or jump off to the ground below.

**You may not Charge up climbable terrain, the model is too busy trying not to fall!**

A jump or climb can be carried out as part of a MOV action.

Choose a starting point and destination when declaring this type of action.

If you choose to jump across a gap in terrain that is the same elevation, make a COM attack test. If you pass, you may jump up to your MOV statistic (minus any MOV already used in that action) across the gap and use any remaining MOV as normal. If you fail you fall, for every inch above your model's height you suffer a WND rounding down to a minimum of 1.

Forfeit the remainder of that MOV action and place the model on the level below, D3" away from its starting point towards the destination or as close as possible.

If you choose to jump down from terrain, make a COM attack test. For every inch above your model's height, rounding down, add +1 to your roll. If you pass you have landed safely and may continue to move, deducting -1/-1 from your MOV to represent the jump. If you fail you fall; for every inch above your model's height you suffer a WND rounding down to a minimum of 1. Forfeit the remainder of that MOV action and place the model on the level below, D3" away from its starting point towards the destination or as close as possible.

*E.g. Player A chooses to jump to the ground from a bridge which is 4" high. They make a COM attack test against their COM statistic of 7, rolling a 5. The bridge is 2" higher than the height of the model, so they add 2 to their roll, making it a total of 7. This is still a pass, so the jump has been successful and they may continue moving subject to the -1/-1 MOV modifier.*

## Conditions

Various attacks or abilities will inflict Conditions upon models.

**When a model suffers one or more of the below Conditions, mark their Tracker Card accordingly to indicate this.**

**Vigour** – The model has +1 AP to a maximum of 3 AP during its currentactivation , or next activation if the model is not currently active.

**Haemorrhage** – When the model next activates it immediately suffers 2 WND. This Condition will remain in play until it is removed. Any additional Haemorrhages inflicted on a model that is already suffering Haemorrhage, will inflict an immediate 2 WND instead.

**Paralysed** – A model that is Paralysed has its AP reduced to 0 for its current or next activation. A Paralysed model may still make defensive COM, RAN or ARC rolls if attacked and may still dodge You must still activate this model during the turn if it hasn't already activated.

**Bleed** – When the model next activates it immediately suffers 2 WND and Bleed is removed. Any additional Bleed inflicted on a model that is already suffering Bleed, will inflict an immediate 2 WND instead.

**Blind** – A model suffering Blind may not make Disengaging Strikes, RAN attacks, ARC attacks or gain Charge bonuses until the end if its next activation. Multiple applications of Blind have no additional effect.

**Fatigue** – The model has -1 AP to a minimum of 1 AP during its current activation, or next activation if the model is not currently active.

**Burn** – A model with a Burn is at -1/-1 to its COM, RAN & ARC statistics. Burn will remain in play until it is removed. Any additional Burn inflicted on a model that is already suffering Burn, will inflict an immediate 2 WND instead.

**Drain** – A model with Drain may not spend MYT until the end of its next activation. Multiple applications of Drain have no additional effect.

**Fear** – A model wishing to Charge a Fear-causing model must first take a SAN test. If it fails, the model does not Charge but instead loses 1 SAN and 1 AP. A model being charged by a Fear-causing model must take a SAN test. If it fails, lose 1 SAN.

Models that cause Fear are not required to take tests when facing enemy models with Fear.

All damage that is caused by additional applications of the same Condition is treated as Condition damage for the purpose of damage reduction.

## Measuring, Distances & Elevation

**Pre-measuring is allowed at any point in the game by either the active or non-active player;** this will enable you to determine if a model is in range before carrying out actions. Similar to LOS, distances are measured from the assumed cylinder of one model to another.

When measuring from one elevation to another the same rules apply; measure in a straight line from the assumed cylinder of one model to another.

# FACTIONS

## THE PRIORY

humanity has flourished, but not on its own as it thinks. There are many things in this world that walk and crawl, fly and glide, swim and slither that are not part of the natural order; given the chance they would feed upon the flesh and souls of those they found if not for us. However, times have changed, humanity has found its place in the world and they have developed at a pace we find hard to believe.

We once stood amongst them many in number to fight the threats that came in the night. We were the shaman and medicine men, the witch doctors and soothsayers, the seers and the prophets. We guided humanity and held in our minds the lore of generations. Over the centuries we passed down what we knew by word of mouth and written script that others would know the truth and be able to fight against the darkness. But humanity has become arrogant. Our libraries now collect the dust of time, the lore they hold sits unused and unknown. We find that our warnings are ignored, the truth of our words is no longer believed and our knowledge cast aside with contempt and derision.

Many of our number have left secure in the belief that the threat has gone and we no longer need to fear what goes bump in the night. They have families and children of their own and use the knowledge that once protected humanity to conjure frightening tales at their children's bedsides before they go to sleep.

But there are still a few of us left, still some who have not been lulled into a false sense of security. We look into the dark places, watching and waiting forever vigilant. To hand we still bear the weapons that once slew the monsters that dwelled there. Mythos is still strong in our veins, our bloodlines carrying our abilities from generation to generation but with time our numbers are dwindling and we fear for the future of all.

All that changed in a single night as a call to arms heard by all with the gift went out across the world. It seems those that left were mistaken, that even with all our knowledge and patience we have misjudged, that we have miscalculated. Even those of us who remained had started to think they were gone for good, that we were merely preparing for the worst – never see it.

There are not many of us left but we now ready for a war of nightmares. We have learned all our lore, forged our skills over the years with blood, sweat and tears. We may be few in number but there is no doubting we are the best there has ever been. We will stand between humanity and the darkness that comes and we will give our dying breath so that humanity may have one more day in the light.

# Hidden Ones

For time forgotten we have watched humanity from below the surface, we have brought fear and terror, we have stalked them both day and night, we have hunted and slain, tracked and killed, found and devoured their souls and all for our sleeping God. Science has made them bold, has made them forget the tales of the past and the hard lessons learned through the sacrifice of many.

They have found courage in weapons of bullets and fire, have brought light to the dark places and no longer remember the days of old. They have spread like a disease, their numbers growing with each passing day as we have waited patiently in the depths.

To them it seems we never really were, that with the passing of time we have become their myths and legends. The lore learned from the deaths of those who were brave enough to face us has faded with time and is now all but gone.

The human hunting grounds we once fought over have disappeared beneath metal and stone. Towns and cities now light the darkness of night, drawing our eyes and our burning

hunger. The world has become ripe, fat, its numbers swelling as humanity gorged and became lazy through science and industry.

But we haven't forgotten and we will rise again, the myths and legends of their stories will once more become objects of fear and horror. We have used the time well to change and adapt, to evolve and be reborn in the seas from which we rise. We have waited, following our Father's dreams.

No longer will we have to fight each other for those few souls within our boundaries. We will not have to be careful and only cull what we need for worry of wiping them all out in a single cycle's feed.

We will feast like never before, delighting in humanity's fear and horror, consuming their bodies and sending their still screaming souls to the Sea Queen, daughter of Great Cthulhu. We have learned their ways as we have waited and can now wear the skins of men and women, boys and girls that we might remain within our hunting grounds and not have to return to the seas embrace.

We will walk amongst them in the light of day marking out our prey and hunt them in the darkness of night. Our numbers for now are few but more rise with each lunar cycle, for the nightmare has gone forth, our re-awakening is beginning and the world… well the world will never be the same again.

# Wildborn

Once we were the healers, we made potions and salves and took away peoples pains and ills. From miles around they would come to us for treatment and through our hidden lore and medicine, we changed those faces filled with pain or anguish to ones of smiles and joy.

We lived away from humanity, away from the villages and towns. The woods and forests were our home. Our ties with Mother Nature were strong and we enjoyed peace and tranquillity within her bosom.

In secret gardens we would cultivate the flowers and herbs needed for our craft. Using our lore we would maintain these special places all year round, so that we would never fall foul of the changing seasons. The secrets of our lore were passed down from mother to daughter through our bloodlines, a legacy of knowledge and power used for the good of those we cared for and watched over.

But times change; peoples fear and mistrust of our abilities grew. They began to believe we were the cause of many of the illnesses and diseases that took their loved ones. We were blamed for the accidents and the bad luck that struck their villages.

Faces of acceptance soon turned to those of hatred and scorn. The name healer disappeared and was replaced by the word 'witch'.

We were forced from our homes with threats and fire; we turned to Mother Nature to protect us, hiding away in the deep dark places of the woods and forests. Our precious gardens were found and destroyed, the soil sown with salt so that nothing would ever grow again.

In desperation we sought others of our kind. We banded together and huddled in fear and self-pity. With our world crumbling around us, we fell to despair and looked to our lore for answers.

We found none.

Gathering together those of us who remained we decided that there was no place left for us in this world. With tears and heartbreak we took sharpened blades and spilled our lifeblood to the earth that

had been so good to us, calling out to the darkness in woe.

It was at this moment that the All Mother heard our call and answered. Power and ancient knowledge infused our bodies, its terrible secrets lashing at our minds but we were beyond caring. We had called out to the darkness, called out to the world to help us right a wrong.

We gave ourselves over completely and in doing so became Her children, those who had once lived in harmony with nature would now twist, corrupt and blend it to their own desires.

humanity in its greed and avarice had begun to rape the lands. The places of green and beauty were shrinking as machines of metal and smoke destroyed Her blessed realms.

She could no longer allow this to happen. Through humanity's own children She would grow our numbers. Those unworthy would be blended with animal and creature, our healing arts conjoining their flesh and bone to make powerful allies and guardians.

Once again people would learn to fear those dark places in the woods and forests and soon we would take back all the lands we had lost and lay waste to their cities of metal and stone.
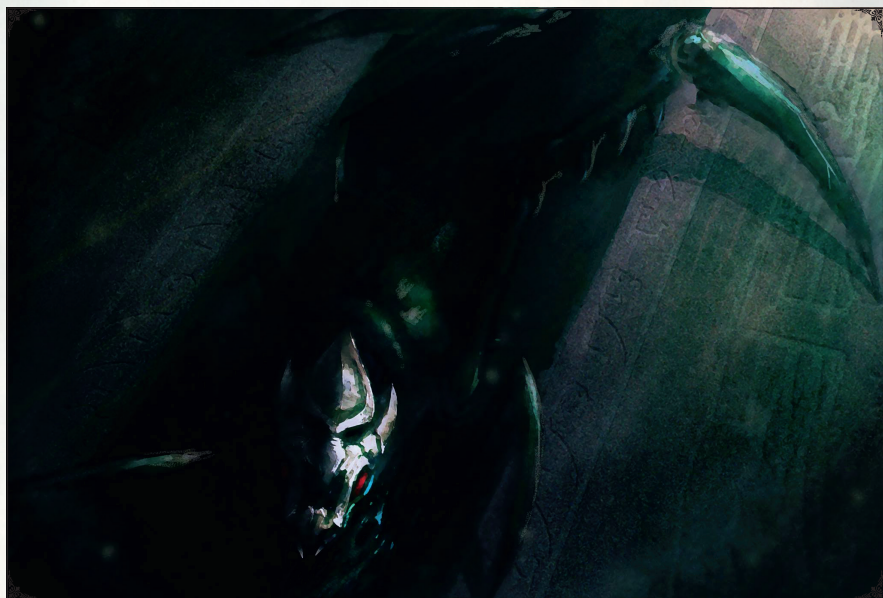
# CUSTOS CRYPTA

Guardians of the dead Pharaohs of Egypt, for thousands of years the Custos Crypta served the Egyptian Priesthood – creatures with an innate power and believed to have a connection with the Gods. In form they closely resemble the Scarab and many believe they were sent by the God Anubis as a death icon due to their insatiable appetite for flesh.

Their numbers had to be closely monitored by the Priesthood as they only have a short life cycle; towards the end of their life each one lays eggs for the next generation which have to be harvested. After careful study, it was found they did not even need to procreate, that they were asexual predators, almost perfect killers and therefore ideal Guardians for the tombs. If even just one managed to escape into the populace who knows how far they would spread and what damage they would do.

While only small, in numbers the Custos Crypta with their scythe-like limbs and powerful jaws would leave only skeletons in their wake. When carrying out the final seal of a Pharaohs tomb a number of slaves were left alive in its maze-like passageways, not realising that they were not alone as the eggs waited to hatch. Over time the growing young would find and feed on the slaves and anything else still alive in there until only their brethren were left. With no other food source, they would then turn on each other until only the strongest remained.

But that was during the time of Egypt's power. For thousands of years the life cycle of the Custos Crypta has continued in the isolation of the tombs. Their only food source those others that survive the birthing process and with only a yearlong life cycle

they have adapted and evolved within their own ecosystem. They have become more predatory, their bodies growing in size to be better able to fight and also provide more food when dead; their instincts have been honed to a razors edge, almost giving them the appearance of intelligence. An ancient threat to humanity happily contained within the tombs of the dead, protected by mazes, traps and the sands of the desert. Or so we thought...

Humanity in its curiosity has ventured back to Egypt, has begun to unearth those hidden places in its search to know what came before or in its greed for the gold and riches that were placed with the dead Pharaohs of the past. The outer chambers have been breached; people have died in the maze and traps never reaching the tombs heart. The scent of blood and new noises reach the latest form of the Custos Crypta, a Guardian, the strongest and last of this generation its body swollen with eggs. From the dark corner of a room it views this new prey with a feral intelligence patiently awaiting its moment.

With the archaeological team directly below, it flexes its long legs and drops silently limbs ready to rend and rip. Flaring its wings before landing it strikes hard and fast. In less than a second four bodies lie upon the ground, a growing pool of blood extinguishing the crude torch they carried. It reaches out to an object it had been unknowingly guarding all its life sensing the power within it. Mythos crackles into being at the creature's touch, its power flowing into the Guardian. Old wounds heal and stiff limbs loosen as a new spark of intelligence finds home in the Guardians mind. It remains only long enough to eat its fill before tracing the new scents back along the path by which the creatures came. Quietly it slips into the darkness of night, following the scents of the creatures it killed and hungry for the flesh of more.

# Order of the Enlightened Path

We are the rich and powerful, those men and women who with a whispered word or the smallest gesture can direct and change the course of humanity. For hundreds of years we have worked in the shadows building our resources and influence. Long ago we acquired the knowledge to prolong our lives through the lore of blood but in this last century we have become bored and restless.

There is now nothing we cannot do; our control is absolute and with that knowledge we have come to realise this world no longer holds anything for us. We have begun to look to other places, other worlds, other planes of existence to relieve this boredom and find new challenges.
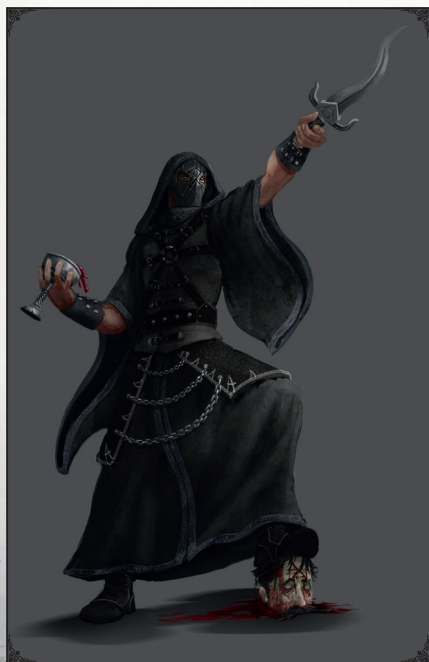


We have turned our power and influence to search for lore and legends of old, seeking knowledge in the libraries of humanity. We have scoured the world looking for a path to enlightenment and from a thousand-different works written by the hands of a thousand madmen we have finally found our answer – a portal that can be opened to the plane of Dreams and a path to be walked to a place of empowerment. But that path is guarded by a demon of many forms, trapped by a god who stopped the demon's own attempt to reach enlightenment. It now jealously guards against any others walking where it could not.

But with the knowledge in our hands and our goal so close we cannot give up. We have found a way to draw the demon into our world through a man born of Mythos. The lore of blood is now used to summon the obstacle from the path but the creature is powerful and its need are great. Each day all round the world our altars run red with the blood of humanity, the bond of the demon and its vessel increasing with every moment. Soon that bond will become permanent, the path will be clear and the final ritual of blood can begin. The death of an entire world will open the path to enlightenment and our ascension to godhood will begin.

# Game Set Up

The game is generally played on a 3ft x 3ft board. Terrain used should cover at least 1/3 of the board, unless otherwise stated in the Scenario set-up.

## Deployment

Each player rolls 2D6. The player with the highest total chooses whether to deploy first or second. The player deploying first chooses a deployment zone then places all of their models within their deployment zone. Once this has been done the player deploying second, places all of their models within their deployment zone.
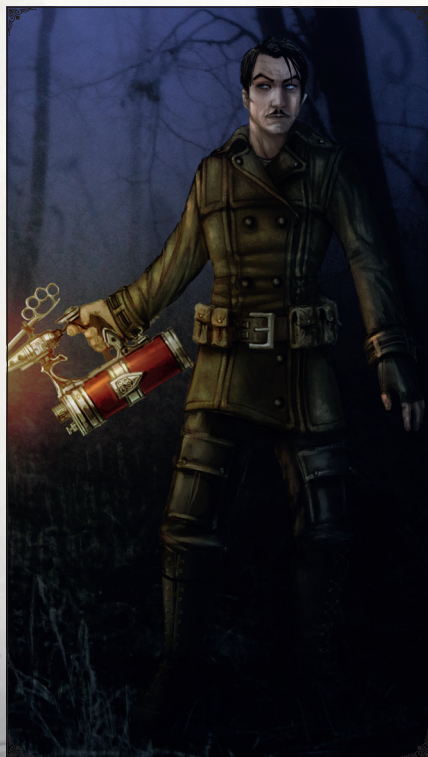


## Turn Sequence

**1. Start Phase.**

**1.1 Players roll for initiative.**

Players each roll 2D6 for initiative; the player with the highest total has the initiative this turn and will decide who activates the first model. In the second and subsequent turns the player with the least MYT remaining from the previous turn gains +1 to their result. If the result is a draw, then players must re-roll as above until they determine a winner, applying their MYT bonus if applicable.

**1.2 Make rolls on the Sanity Table.**

Players roll on the Sanity Table for any of their models that have reached or surpassed their Sanity Threshold and apply the Sanity Effects immediately.

**1.3 Generate Mythos pool.**

Players discard unspent Mythos and generate a new Mythos pool from their remaining models.

**2. Activation phase.**

**2.1 Player activates model.**

**2.2 Opposing player activates model.**

**2.3 Alternate until all models have been activated.**

**3. End Phase.**

**3.1 Generate Victory Points (VP) according to Scenario.**

Refer to the Scenario Victory Conditions and award VPs to each player as appropriate.

**3.2 Resolve and remove end of turn effects.**

# Scenarios

## Scenario 1 – Encounter

Opposing factions move through the area, the tang of Mythos strong in the air. Each sights the other before it and comes to a stop.

Weapons are drawn and balanced in hand, claws are unsheathed, teeth are bared and arcane energies crackle into life.

The leaders stare into the eyes of their opposite and see no give. There will be no surrender, no compromise, no quarter given, just the clash of steel, the ripping of flesh, the blast of energies, until one faction stands victorious while the other lies still in death…
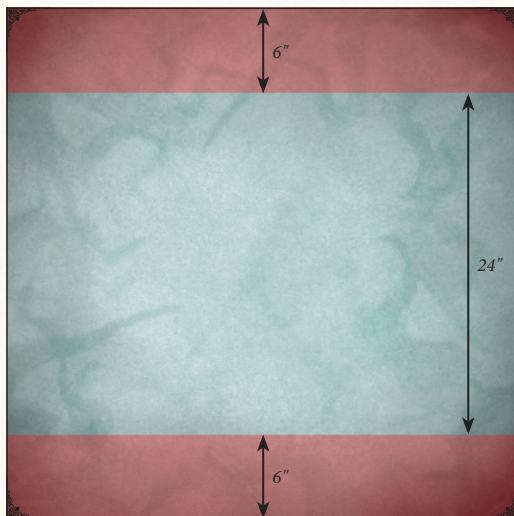


**Deployment** - Set up with standard 6" deployment as per diagram.

**Game Length** – 6 Turns

**Objective** – You have stumbled across another faction and decide to seize the initiative and take the fight to them. The objective of this scenario is to kill the opposing faction.

**Victory Conditions** – At the end of the game 1 VP is scored for each enemy model killed. In addition 1 VP is scored for First Blood, i.e. inflicting the game's first casualty and 1 VP is scored for killing the enemy Leader.

**Special Rules** – None

**Faction Team Selection** – Pick up to 5 models which must include a Leader. (The Custos Crypta may take one additional Crypt Grub for a total of 6 models.)

# Scenario 2 – Tomes of Power

Powerful Mythos waves emanate from the area seeming to be spread over a number of locations. With your senses attuned to such things you can see three ancient-looking Tomes slightly out of phase with reality. It's obvious that these Tomes hold considerable Mythos and are a prize worth taking but you also sense others nearby seeking the prize. You move swiftly forward knowing this is a race to seize the Tomes and then a battle to keep possession of them once you have them.
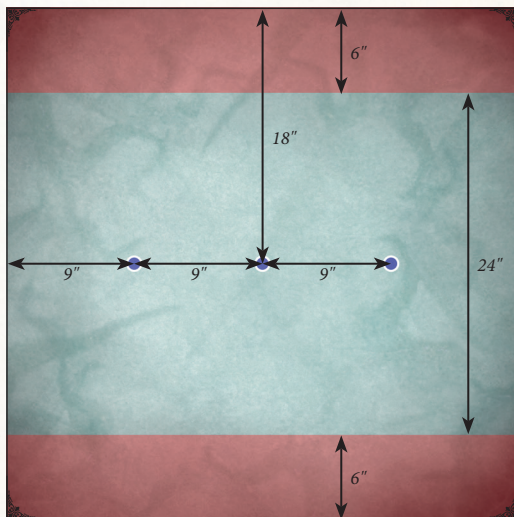


**Deployment** – Set up with standard 6" deployment and place 3 x 30mm objective markers at 9" intervals across the centre of the board as per the diagram.

**Game Length** – 6 Turns

**Objective** – You have been tasked with the retrieval of powerful Tomes. There are 3 objective markers set up as detailed above. One is worth 3 VP, one is worth 2 VP and the third is worth 1 VP. Randomly place a token i.e. a scrap piece of paper under each Tome to secretly determine its value. Tomes are objectives for the purposes of gameplay.

**Victory Conditions** – VP are scored at the end of each turn after the first, based upon the value of the objectives that you interacted with during that turn, i.e. if you read the 1 VP & 3 VP Tomes you score 4 VP.

In addition, 1 VP is scored for First Blood, i.e. inflicting the game's first casualty and 1 VP is scored for killing the enemy Leader.

**Special Rules** – An unengaged model may spend 1 AP to pick up an objective that they are in base contact with. Place the objective marker on the appropriate Character Card.

In order to score VPs at the end of the turn the controlling model must read the Tome

to acquire some of its ancient knowledge. To do so they must be unengaged, spend 1 AP and lose 1 SAN. Each player may only interact with each Tome once per turn.

A model may freely move over an uncontrolled objective marker however it may not end its activation on top of an objective marker. If the objective marker is blocking a Charge, place the objective marker in base contact with the charging model after the move is completed.

An active model may pass an objective marker to another friendly model for 1 AP and an active model may take an objective marker from another friendly model for 1 AP. A model may not carry more than one objective marker at a time.

A model in possession of an objective marker gains +1/+1 ARC.

If a model makes a successful COM attack against an enemy model carrying a Tome, the attacking model may choose to apply WND as normal or take the Tome from the enemy model.

**Faction Team Selection** – Pick up to 5 models which must include a Leader. (The Custos Crypta may take one additional Crypt Grub for a total of 6 models.)

# Scenario 3 – Portal Jockey

A convergence of Mythos has occurred and powerful energies flow through the area. Five portals have manifested themselves, their raw power causing charged static in the air. Control of these portals is key to harvesting the Mythos energy they represent, as convergences are rare and have almost unlimited Mythos potential before they burn out. By attuning the portals Mythos to your own it will convert and can be channelled to your faction but beware the dangers of using the portals for who knows what lives between them.
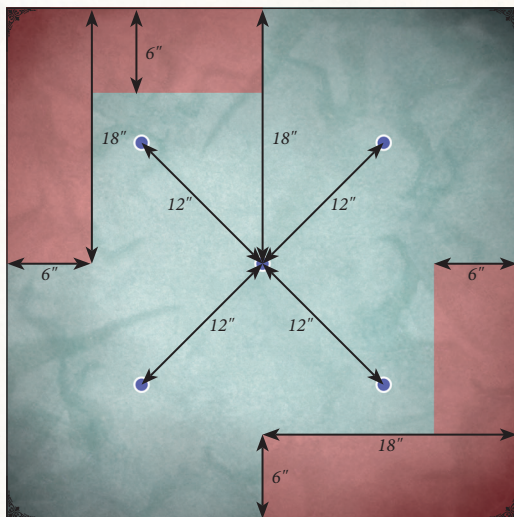


**Deployment** – Set up using corner deployment and place 5 x 30mm Portals as per the diagram.

**Game Length** – 6 Turns

**Objective** – The objective for both players is to control as many Portals as possible throughout the game.

**Victory Conditions** – Each player scores 1 VP for every Portal they control at the end of each turn after the first.

In addition, 1 VP is scored for First Blood, i.e. inflicting the game's first casualty and 1 VP is scored for killing the enemy Leader.

**Special Rules** – Portals begin the game in a Neutral state.

Any unengaged model may spend 1 AP and 1 MYT while in base contact with a Portal to change the state of that Portal to their faction alignment. At the end of the turn your faction scores 1 VP for each Portal aligned to your faction.

Models may not move over a Portal and may not end their movement on a Portal.

Any model may spend 1 AP to attempt to move from one Portal to another regardless of faction alignment. The model must be in base contact with the starting Portal and may be placed anywhere in base contact with the destination if they successfully pass a SAN test. If the SAN test is failed the model does not move through the Portal and will suffer 1 WND as they are attacked by creatures from within its depths.

**Faction Team Selection** – Pick up to 5 models which must include a Leader. (The Custos Crypta may take one additional Crypt Grub for a total of 6 models.)

**Portal Jumping FAQ:**

1. Can I move through a Portal if I am in base contact with a Portal and engaged in combat?

a. Yes – if successful you will even negate the usual Disengaging Strike as your opponent is surprised by your sudden disappearance into the Portal. However, your destination is by no means certain as you were so distracted on entering. Number the Portals 1–5 and roll a D6 to determine where you emerge. On a 6 you may choose.

2. What if there is not enough space to place my model in base contact with the destination Portal?

a. Your sudden arrival is usually enough of a surprise that you can force your way out of the Portal. You may move other models already at the Portal to make space; however, you may not move a model out of base contact with a Portal or in such a way that they would disengage from a combat. If you cannot make space you may not move to that Portal and a new destination Portal is determined at random as per Q1 above.

3. My Cultist has used "Snatch & Grab" on an enemy model. Can I try and drag them through a Portal?

a. Absolutely! You're a little distracted by the effort of dragging them around though, so the destination Portal is determined at random as per Q1 above.

4. Do the Portals count as objectives?

a. Yes, but only the Portals aligned to your faction.

# Scenario 4 – Destroy the Relics

Every lunar cycle raw Mythos energies are released into the air. Unstable and dangerous they are not easily channelled and have to be captured by powerful faction artefacts and relics. These ancient items are rare and difficult to find but are key to channelling and harvesting Mythos from these sites. Tuned specifically to each faction, they are jealously guarded and invaluable to the faction's cause.
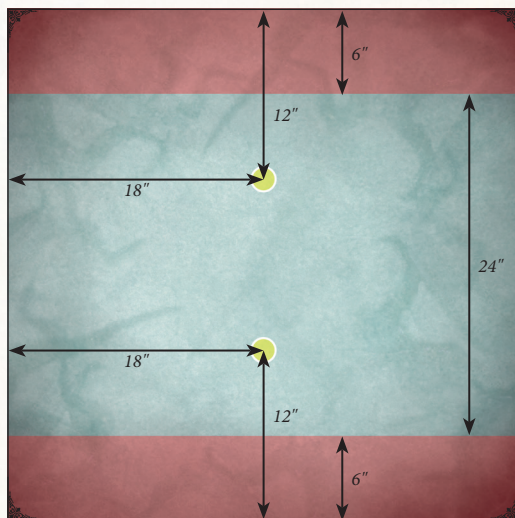


**Deployment** – Set up with standard 6" deployment and place 2 x 50mm objectives 6" from each player's deployment zone in the centre of the board as per the diagram. These objective markers are treated as impassable terrain and may not be moved for any reason.

**Game Length** – 6 Turns

**Objective** – In this game you must destroy artefacts/relics from your opponent's objective marker.

**Victory Conditions** – 1 VP is scored for every 1 AP spent while in base contact with the opponent's objective marker. A model must be unengaged to spend an AP in this manner.

In addition, 1 VP is scored for First Blood, i.e. inflicting the game's first casualty and 1 VP is scored for killing the enemy Leader.

**Special Rules** – None

**Faction Team Selection** – Pick up to 5 models which must include a Leader. (The Custos Crypta may take one additional Crypt Grub for a total of 6 models.)

# Scenario 5 – In Dreams

The scouts you sent out looking for the enemy faction in this area haven't returned and you begin to fear the worst. Moving forward you sense unusual energies and realise a trap has been triggered. Mythos is bleeding from one reality to another as friend and foe are caught in a Dream Whisperers trap. Their fading forms are already ethereal and are slowly being absorbed into the Dreamlands. Only by reuniting them with the trap they triggered will you be able to bring them out of the Dream. You must do so quickly, as the enemy are also in the area and no doubt keen to free their own faction members.
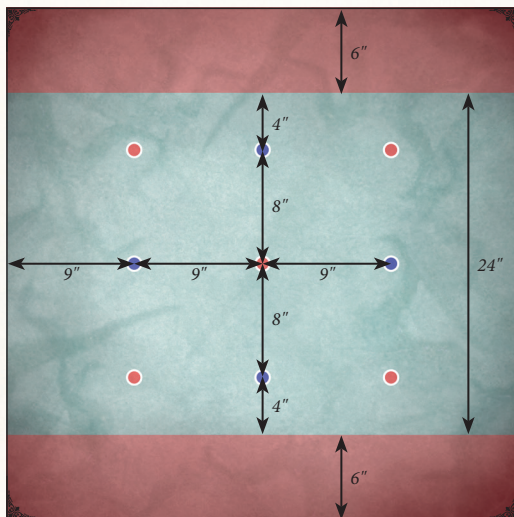


**Deployment** – Set up with standard 6" deployment and place 8 x 30mm objective markers in a 3 x 3 grid pattern as shown above, missing out the central objective as per diagram. Red and blue objective markers are each secretly numbered 1-4.

**Game Length** – 6 Turns

**Objective** – Four faction members are caught by a Dream Whisperers trap and are slowly being absorbed into the Dreamlands. The purpose of this Scenario is to revive your faction members while attempting to stop your opponent reviving their faction members.

**Victory Conditions** – 1 VP is scored at the end of the game for each friendly faction member you have revived, and each enemy faction member you have prevented your opponent from reviving.

In addition 1 VP is scored for First Blood, i.e. inflicting the game's first casualty and 1 VP is scored for killing the enemy Leader.

**Special Rules** – See next page.

**Faction Team Selection** – Pick up to 5 models which must include a Leader. (The Custos Crypta may take one additional Crypt Grub for a total of 6 models.)

**Special Rules** – Before deployment, set aside two non-Myth, non-Leader, non-Familiar models. These are your Dreaming models. Continue to deploy as normal, and once deployment is completed the Dreaming models are placed on Blue objective markers – one on the furthest marker from your deployment zone, and the other to the left or right of the centre. Each player places their Dreaming models in the order they deployed.

An unengaged model may spend 1 AP to pick up (but not look at) a red objective marker that they are in base contact with. Place the objective marker on the appropriate Character Card.

A model may freely move over a non-model objective marker however it may not end its activation on top of an objective marker. If a non-model marker is blocking a Charge, place the objective marker in base contact with the charging model after the move is completed.

An active model may pass an objective marker to another friendly model for 1 AP and an active model may take an objective marker from another friendly model for 1 AP. A model may not carry more than one objective marker at a time.

The four red objective markers are trap triggers and are attuned to each model. These may be used to break them from their Dream.

In order to wake a model from their Dream, another model in base contact and holding a red objective marker must spend 1 AP to secretly check both the red they are carrying and blue objective marker number of the Dreaming model they are in base with. If they match then the objective markers are revealed and the model has been awakened. The awakened model may then activate later that turn albeit suffering from the Fatigue condition. Awakened models may activate as normal in subsequent turns. If the numbers do not match the model remains in its Dream until it is awoken.

You do not have to reveal any objective marker numbers to your opponent if they don't match during your secret check.

IN A SINGLE CITY THE FATE
OF THE WORLD MAY BE DECIDED.

HUMANITY WILL FIGHT
AN INVISIBLE WAR
AGAINST AN ALMOST
FORGOTTEN ENEMY.

WILL YOU DEFEND AGAINST
THE INSANITY?

OR EMBRACE THE MADNESS
THAT IS COMING...?